

AMENDED PAGES OF SPECIFICATION:

to the theme of the particular game are also envisioned, such as balls dropping down ramps, cars moving around a track, water filling a bucket, etc. All that is required is that the timing device is relatively consistent in the setting of a deadline to complete the required task.

In actual gameplay, the game is set up by mixing up and randomly placing the eight top secret tiles 54 face-down onto the marked spots 56 on the game board 12 ~~10~~, and then by mixing up and randomly placing the eight booby trap tiles 58 face-down on top of the top secret tiles 54 . Each player is then randomly dealt an equal number of tool cards 60. All twelve tool cards 60 are distributed (for four players, each get three, for three players, each get four, for two players, each get six). Once all the game pieces 34 and cards 60 are in place, the game is begun by starting the timer in the timing mechanism 26. This timer begins counting down from 30 minutes, and does not stop until the game is over.

Each player controls one player game piece 36 token throughout the game. players begin the game with all of their player game pieces 36 in the start/finish room 24, or "Safe Chamber." players take turns, beginning by rolling the dice 40 (on the first turn, the first player only rolls the player movement die 42.) The player movement die 42 determines the number of spaces on the game board 12 the player game piece 36 may move.

The player game pieces 36 may enter chambers 20 indicated on the game board 12. When a player game piece 36 is in a chamber 20 with a face-down booby trap tile 58, that player may turn over that tile to reveal its contents. The booby trap tile 58 must be removed before the top secret tile 54 underneath it can be revealed. In order to remove the booby trap tile 58, players must meet the conditions required by the specific booby trap. In the preferred embodiment, these conditions include:

- 10 1. Playing the following tool cards 60 for the corresponding booby traps:
 - a. Gas Mask for the Poison Gas
 - b. Bug Spray for the Killer Bees
 - c. Ice Suit for the Heat Sensor
 - 15 d. Deflection Mirror for the Laser Web
 - e. Wire Cutters for the Barbed Wire
 - f. Glass Cutters for the Glass Case
2. Using the robot card ~~ear~~ 62 (not a tool card) for the Ring of Fire booby trap
- 20 3. Having at least two player game pieces 36 in the same chamber 20 for the 500 Pounds booby trap

Top secret tiles 54 that are marked key 30 are removed from the game board 12 and kept by the player until the end of the game. Other top secret tiles 54 are left in place on the game board 12 when they are turned over. In the preferred embodiment, the top secret tiles 54 are as

follows:

1. Four Keys (these are kept by the players as they are discovered)
2. Two Secret Passages (these remain on the game board 12)
3. One Empty (this causes no action)
4. One Stunned (this causes the player who revealed it to lose one turn)

10 One player begins the game with the robot card ~~ear~~ 62. This can be used on the payer's turn to legally pass ONE tool card 60 to any other player. The robot card ~~ear~~ 62 can also be passed to another player without a tool card 60. This is a key element to the cooperative nature of the game:
15 players use the robot car card 62 to move resources to the player who can use them.

If a player rolls a graphical image 48 of a guard or dog on the player die, that player may not move his player game piece 36, but instead must place the guard token 64 or
20 dog token 66 on the appropriate space indicating they are now in play. (If the guard 64 is already in play when a player rolls guard, the guard 64 is taken out of play. If the dog 66 is already in play when a player rolls dog 66, the dog 66 is taken out of play.) Until these tokens are
25 taken out of play, each player on his turn must roll the non-player movement die 44 ~~42~~ in addition to the player movement die 42. This determines the number of spaces the

guard 64 and/or dog 66 are moved. These tokens always move along the same path, and always in the same direction (unless acted upon by a player using an appropriate tool card 60. The guard 64 and dog 66 send player game pieces 36 to Jail by being in the same corridor, or by being within six spaces 18 of a player game piece 36, respectively. In addition to the die roll, the guard 64 and dog 66 can be taken out of play by legal use of the appropriate tool card 60 (Telephone and Bone, respectively).

10 Players may escape from Jail by using the appropriate tool card 60 (the Lock Pick), or by rolling an open lock on the player die on their turn, or by another player moving his player game piece 36 into one of the chambers 20 on the game board 12 marked Jail Release. Players may not send or receive the robot card ~~ear~~ 62 while in Jail.

20 If the players obtain all four keys 30 and move their player game pieces 36 successfully back to the start/finish room 24 before the timing mechanism 26 reaches zero, they may insert the keys 30 into the lockable safe mechanism 28 and stop the timing mechanism 26. They have won the game. If the timing mechanism 26 reaches zero prior to the players completing their task, the game is over and the players have lost.

25 Having thus described the invention with particular reference to the preferred forms thereof, it will be obvious that various changes and modifications can be made therein